

prises three layers **310**, **320**, **330**. A first layer **310** encloses a second layer **320** which encloses a third layer **330**. Further, items **510**, **520** are associated with a first layer **310**. The receiving mobile computing device **201** is configured to provide a second spherical hovering field **531** at least partially encompassing the second mobile computing device **201**. The second spherical hovering field **531** comprises three layers **311**, **321**, **331**. A first layer **311** encloses a second layer **321** which encloses a third layer **331**.

[0106] In an example embodiment, the apparatus **100** included in the sending mobile computing device **200** is configured to detect that the receiving mobile computing device **201** is within a threshold distance from the sending mobile computing device **200**. Detecting that the receiving mobile computing device **201** is within the threshold distance may be based on detecting the receiving mobile computing device **201** within the hovering field **530** provided by the sending mobile computing device **200**, based on overlapping spherical hovering fields **530** and **531** or based on a communication between the devices **200** and **201**. Detection by a hovering field may be based on information received from a hover sensor, a camera or any combination thereof.

[0107] The apparatus **100** of the sending mobile computing device **200** may further be configured to determine overlapping layers of a plurality of overlapping hovering fields and select at least one layer based on a degree of overlap. The degree of overlap may comprise, for example, a number of layers that overlap each other. As mentioned above, haptic feedback may be provided by the apparatus **100** of the sending mobile computing device **200** to indicate the selected layer to the user. Haptic feedback may also be provided upon detecting a change in the degree of the overlap.

[0108] In the example of FIG. 7, the first spherical hovering field **530** comprising virtual items **510**, **520** overlaps with the second spherical hovering field **531** such that one virtual item **520** is comprised by the portion that is in common with the first **530** and second **531** spherical hovering field. The apparatus **100** of the sending mobile computing device **200** is configured to determine that the item of which a virtual item is representative is to be shared based on the overlapping portion between a first spherical hovering field and a second spherical hovering field.

[0109] Sharing may be initiated, for example, after the mobile devices **200** and **201** have remained within a pre-defined distance and/or in an overlapping position for a pre-defined period of time. The period of time may comprise, for example, 1, 2, 3, 4 or 5 seconds, or 2 to 10 seconds. The sharing may be performed over a radio communication link such as using Bluetooth, WiFi or near field communication (NFC) technology. In this example, sharing comprises sending a copy of the item of which the virtual item **520** is representative from the sending mobile computing device **200** to the receiving mobile computing device **201**. The apparatus **100** of the receiving mobile computing device **201** may be configured to acknowledge the received item with a sound or a vibrotactile feedback. In this way, the receiving person knows that the sharing is completed.

[0110] The apparatus **100** of the sending device **200** or the receiving device **201** or both, may further be configured to select at least one additional virtual item in response to a user action. The user action may comprise, for example, tilting, shaking, turning or performing a gesture with or on the sending mobile computing device **200** or the receiving mobile computing device **201**. For example, if the first virtual item is

selected based on overlapping layers, tilting the mobile device **200/201** to the left may cause selecting one or more virtual items on the left of the selected item. Similarly, tilting the mobile computing device **200/201** to the right may cause selecting one or more virtual items on the right of the selected virtual item. In some examples, tilting the mobile computing device **200/201** may cause selecting one or more virtual items independent of the direction of tilting.

[0111] The apparatus **100** may be configured to select the at least one additional virtual item in dependence on a location and/or a type of the first virtual item. For example, the at least one additional virtual item may be selected in the same layer as the first virtual item. As another example, the at least one additional virtual item may be selected based on a relation between the first virtual item and the virtual second item. In this example, the at least one additional virtual item may be included in a different layer than the first virtual item. For example, if the first virtual item represents a music album associated with a first layer, the at least one related virtual item may be associated with a second layer and comprise representation of a song included in the music album.

[0112] In an example embodiment, the apparatus **100** is configured to select multiple virtual items in response to receiving an indication that a range of layers are overlapping with the hovering field of the receiving mobile computing device **200**. The apparatus **100** may be configured to detect a change in the degree of overlapping of layers. For example, the apparatus **100** may detect that first the number of overlapping layers is one, then two and then three. Hence, virtual items from three layers may be selected. In an example embodiment, the apparatus **100** is configured to receive a user input to enable selecting a range of layers.

[0113] According to an example embodiment, a user profile may be utilized for selecting and/or recommending items to be shared. For example, the apparatus **100** of the sending mobile computing device **200** may be configured to detect user behavior and cause storing of music listening history, preferences, social network activity and/or the like. Further, the apparatus **100** may be configured to create a user profile based on the detected user behavior. This information may be used to predict which items the user most probably wishes to share.

[0114] In an example embodiment, the apparatus **100** is configured to automatically rotate a layer comprising items that the user most probably wishes to share. This may comprise, for example, rotating the layer so that as little overlapping of spherical hovering fields as possible is needed to select the virtual items. In an example embodiment, the apparatus **100** is configured to provide feedback indicating that the receiving device or the hovering field provided by the receiving device is approaching a virtual item representative of content on the sending device that is detected as likely to be shared. The apparatus **100** may be configured to provide different levels and/or styles of feedback in dependence on the probability of the item to be likely shared.

[0115] According to an example embodiment, the spherical hovering field comprises a visible hovering field. A visible hovering field may be created, for example, by suitably illuminating the hovering field, for example, by LEDs incorporated with the mobile computing device **200**.

[0116] FIG. 8 illustrates an example method **400** incorporating aspects of the previously disclosed embodiments. In this example it is assumed that the method is implemented in